

DAVE RIEGLER

riggs@iriggs.com

<http://www.iriggs.com/work/>

OBJECTIVE:

Seeking a position as a part of a development team where I can use my expertise to create innovative interactive experiences.

EXPERIENCE:

TBWA/ChiatDay/ – Marina Del Rey , CA

Sr. Developer – April 2009 / Present

- Online Campaigns using Eyewonder, Eyeblaster, DoubleClick and Motif
- 2010 Grammys Website Flash Development wereallfans.com
- 2011 Grammys Website Flash Development musicislifemusic.com
- Rapid Prototyping of Flash and iOS Applications
- HTML5 Visualizations

SCHEMATIC (AIG) – Culver City, CA

Sr. Software Developer - September 2008 / April 2009

- Rapid Interface Prototyping in Flash AS3
- Target Online Campaigns

TBWA/TEQUILA/ – Marina Del Rey , CA

Sr. Flash Developer – May 2007 / September 2008

- Nissan Online Campaigns using Papervision 3D and AS3
- Infinity and Energizer Online Campaigns
- Heavily involved in Campaigns using rich media solutions like EyeWonder, PointRoll and Motif

IGNITED MINDS – Marina Del Rey , CA

Senior Flash Developer – November 2006 / May 2007

- Activision Game Web sites for Tony Hawk's American Wasteland and Ultimate Spiderman
- Online Campaigns for Ultimate Spiderman and Spiderman 3

THE CANNERY INTERACTIVE – Burbank, CA

Sr. Flash Developer – June 2006 - May 2007

- DVD ROM content development for Transformers, X-Men 3
- WB Hi-Def Web Site

IGNITED MINDS – Marina Del Rey , CA

Senior Multimedia Developer – April 2004 / May 2006

- Activision Game Web sites for Spiderman 2, X-Men Legends, Shrek, Shark Tale
- Online Campaigns for Levis, Logitech, Star Wars, True Crime NYC, and Newegg.com
- Sony Pictures Movie Web site for The Cave
- Spike TV's Ultimate Fighter "Office Octagon" site

FREELANCE – May 2002 / April 2004

- Primary Client: Enterprise for Education
I continued a 7 year relation with EFE and took their CD rom education title and converted it to a kiosk system. The kiosks were distributed and placed in children's museums to teach kids about electrical safety.

1999 / May 2002 FACTION CREATIVE - LOS ANGELES, CA

Web Developer, Shockwave Programmer, CD ROM Developer, Web Video Developer

- Tomb Raider IPIX adventure for the Tomb Raider web site
- Developed the Rollerball "Arena" multiplayer game for the Rollerball web site.
- Created a "ROM cards" prize for Mission Impossible 2.
- Developed a set of casino style games for the RatRace web site.

EDUCATION

1992 / 1996 LOYOLA MARYMOUNT UNIVERSITY WESTCHESTER, CA

Fine Arts Major with an emphasis on Graphic Design

REFERENCES

Available on request

